Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application.

Listing of Claims:

1. (Currently Amended) A method of rendering a user interface for a device, the method comprising:

providing a ~~user interface operating instruction update~~ markup language code fragment;

providing an actor attribute update, [[the]] the actor attribute update being associated with a user interface element and comprising one or more attributes defining a respective actor;

providing a renderer to receive one or more attributes from the actor attribute update and to receive the ~~user interface operating instruction update~~ markup language code fragment; and

rendering the user interface in accordance with the received ~~user interface operating instruction update~~ markup language code fragment and actor attribute update.

2. (Currently Amended) A method according to claim 1, wherein:

if an actor attribute is updated, the update is received by the renderer and the user interface is updated immediately to reflect the actor attribute update; and

if a ~~user interface operating instruction is updated, the user interface operating instruction update~~ markup language code fragment is received by the renderer, ~~and~~ the user interface continues to display its current content and the user interface is not updated to reflect ~~any updated user interface operating instructions~~ the received markup language code fragment ~~until the current content in use by the renderer is no longer displayed in the user interface~~.

3. (Previously Presented) A method according to claim 2, wherein the actor attribute is updated in response to a user update.

4. (Original) A method according to claim 2, wherein the updating of an attribute causes the formatting of a user interface element to change.

5. (Original) A method according to claim 2, wherein the updating of an attribute causes a user interface element to move within the user interface.

6. (Previously Presented) A method according to claim 1, wherein the actor attributes comprise mark-up language and the renderer is a mark-up language renderer.

Claims 7–12 canceled.

13. (Currently Amended) A non-transitory computer readable medium having stored thereon processor-executable instructions configured to cause a processor to perform operations for rendering a user interface for a device comprising:

providing a ~~user interface operating instruction update~~ markup language code fragment;

providing an actor attribute update, the actor attribute update being associated with a user interface element and comprising one or more attributes defining a respective actor;

providing a renderer to receive one or more attributes from actor attribute update and to receive the ~~user interface operating instruction update~~ markup language code fragment; and

rendering the user interface in accordance with the received ~~user interface operating instruction update~~ markup language code fragment and actor attribute update.

14. (Currently Amended) The non-transitory computer readable medium of claim 13, wherein the stored processor-executable instructions are configured to cause a processor to perform operations such that:

if an actor attribute is updated, the update is received by the renderer and the user interface is updated immediately to reflect the actor attribute update; and

if a ~~user interface operating instruction is updated, the user interface operating instruction update~~ markup language code fragment is received by the renderer, ~~and~~ the user interface continues to display its current content and is not updated to reflect ~~any updated user interface operating instructions~~ the received markup language code fragment ~~until the current content in use by the renderer is no longer displayed in the user interface~~.

15. (Previously Presented) The non-transitory computer readable medium of claim 14, wherein the stored processor-executable instructions are configured to cause a processor to perform operations such that the actor attribute is updated in response to a user update.

16. (Previously Presented) The non-transitory computer readable medium of claim 14, wherein the stored processor-executable instructions are configured to cause a processor to perform operations such that the updating of an attribute causes the formatting of a user interface element to change.

17. (Previously Presented) The non-transitory computer readable medium of claim 14,wherein the stored processor-executable instructions are configured to cause a processor to perform operations such that the updating of an attribute causes a user interface element to move within the user interface.

18. (Previously Presented) The non-transitory computer readable medium of claim 13, wherein the actor attributes comprise mark-up language and the renderer is a mark-up language renderer.

19. (Currently Amended) A device for rendering a user interface, comprising:

means for providing a ~~user interface operating instruction update~~ markup language code fragment;

means for providing an actor attribute update, the actor attribute update being associated with a user interface element and comprising one or more attributes defining a respective actor;

means for providing a renderer to receive one or more attributes from actor attribute update and to receive the ~~user interface operating instruction update~~ markup language code fragment; and

means for rendering the user interface in accordance with the received ~~user interface operating instruction update~~ markup language code fragment and actor attribute update.

20. (Currently Amended) A device according to claim 19, wherein:

means for immediately updating the user interface to reflect the actor attribute update if an actor attribute is updated; and

means for continuing to display the current content of the user interface and not updating the user interface to reflect ~~any updated user interface operating instructions~~ the received markup

language code fragment ~~once the current content in use by the renderer is no longer displayed in the user interface if a user interface operating instruction is updated~~.

21. (Previously Presented) A device according to claim 20, wherein means for immediately updating the actor attribute comprises means for updating the actor attribute in response to a user update.

22. (Previously Presented) A device according to claim 20, wherein means for immediately updating the actor attribute comprises means for changing formatting of a user interface element.

23. (Previously Presented) A device according to claim 20, wherein means for immediately updating the actor attribute comprises means for moving a user interface element within the user interface.

24. (Previously Presented) A device according to claim 19, wherein the actor attributes comprise mark-up language and the renderer is a mark-up language renderer.

25. (Currently Amended) A device, comprising:

a processor;

a memory coupled to the processor; and

a communications interface coupled to the processor;

wherein the processor is configured with processor-executable instructions to perform operations comprising:

providing a ~~user interface operating instruction update~~ markup language code fragment;

providing an actor attribute update, the actor attribute update being associated with a user interface element and comprising one or more attributes defining a respective actor;

providing a renderer to receive one or more attributes from actor attribute update and to receive the ~~user interface operating instruction update~~ markup language code fragment; and

rendering the user interface in accordance with the received ~~user interface operating instruction update~~ markup language code fragment and actor attribute update.

26. (Currently Amended) The device of claim 25, wherein the processor is configured with processor-executable instructions to perform operations such that:

if an actor attribute is updated, the update is received by the renderer and the user interface is updated immediately to reflect the actor attribute update; and

if a ~~user interface operating instruction is updated, the user interface operating instruction update~~ markup language code fragment is received by the renderer, ~~and~~ the user interface continues to display its current content and is not updated to reflect ~~any updated user interface operating instructions~~ the received markup language code fragment ~~until the current content in use by the renderer is no longer displayed in the user interface~~.

27. (Previously Presented) A device according to claim 26, wherein the processor is configure the with processor-executable instructions to perform operations further comprising determining if the actor attribute is updated in response to a user update.

28. (Previously Presented) A device according to claim 26, wherein the processor is configured with processor-executable instructions to perform operations such that if the processor determines an actor attribute is updated, the renderer causes the formatting of a user interface element to change.

29. (Previously Presented) A device according to claim 26, wherein the processor is configured with processor-executable instructions to perform operations such that if the processor determines an actor attribute is updated, the renderer causes a user interface element to move within the user interface.

30. (Previously Presented) A device according claim 25, wherein the processor is configured with processor-executable instructions to perform operations such that the actor attributes comprise mark-up language and the renderer is a mark-up language renderer.